

clue[®]

MASTER DETECTIVE[™]



For the Commodore 64/128

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CLUE® MASTER DETECTIVE™

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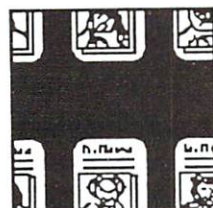
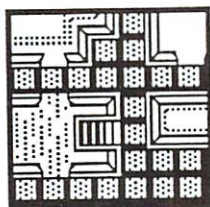
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INTRODUCTION

In 1946, a solicitors' clerk from Birmingham, England, paid a visit to Waddingtons Games Ltd. in Leeds. Anthony E. Pratt, his wife and a couple of game inventing friends came to present their prototype of a mystery detection game to the game manufacturers.

The people at Waddingtons liked what they saw and agreed to produce the game. Three years later, Parker Brothers brought the game to American mystery lovers — and it's been a family favorite ever since.

The very latest version of that original game is **“CLUE MASTER DETECTIVE”**. And now you can play it on your computer. Play the role of your favorite hero or heroine from detective literature. Pretend you're Sherlock Holmes, Nancy Drew, Charlie Chan and Miss Marple, all rolled into one.

There are so many possibilities of Who, Where and With What Weapon that the mystery to solve is different for every game you play. Choose to play against your friends, the computer opponents, or a mixture of the two. Use your logic and deductive skills to discover 'whodunit' by a process of elimination.



“The game is afoot!”

LOADING

Insert the disk into the disk drive and type LOAD "*",8,1 and press RETURN.

The game will load and run.

This game requires a joystick in Port 2.



STARTING THE GAME

Mr. Boddy has been brutally murdered!



Which of the guests at Boddy Manor has committed this dastardly crime? Where was the murder committed and what was the weapon? It's up to you to solve the mystery.

There are ten possible perpetrators, twelve possible murder locations, and eight possible weapons. All you need to do is accuse the correct suspect of committing the murder, the location where the crime took place and the weapon that was used.

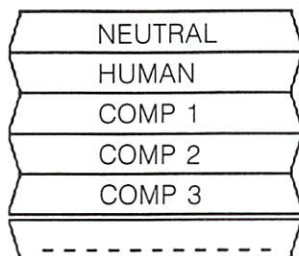
After loading, the game sets the scene by showing one possible murder scenario. Then the setup screen is displayed.

THE SETUP SCREEN

You play the part of one of the ten suspects in the game. The setup screen lets you choose the suspect you wish to play and the suspects to be played by your opponents.

Each suspect card has a panel underneath. Move to this panel with the pointer and click the joystick button.

The panel will roll round from Neutral to Human, to Computer 1, Computer 2 and Computer 3 and back to Neutral. Select Human for the suspect you want to play.



Neutral players take no active part in the game. Human players are prompted by the computer to take their turn. Computer players take their turn automatically. The numbers after Computer denote the different skill levels available. Computer 3 players are the most skillful computer players.

If you are playing against other people, allow them to select the suspects they wish to play. Select any Computer players you want to play against. There must be at least 3 players taking an active part in the game but these can all be human, all computer or a mixture of the two.

You can type in a name to be associated with any of the suspects played by human players. This will be displayed whenever that suspect is mentioned in the game.



When you are satisfied with the game that you have set up, click on the start box or press RETURN to start the game.

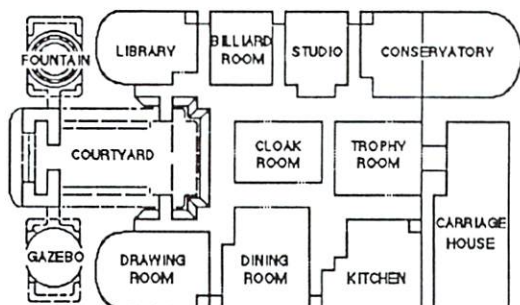
THE CARDS ARE DEALT

You won't see it happen, but the computer shuffles the pack of 30 cards, selects a suspect, location and weapon and holds these as the murder cards. The murder cards represent the who, how and where of the crime. The remaining cards are dealt out to the players.

The main board is displayed, with a menu bar at the top. The players all start in the Cloakroom. The murder never occurs in the Cloakroom. The starting player is chosen at random and then players take turns in order.

Your objective is to move around Mr. Boddy's manor, going in and out of the 12 possible murder locations. Each time you enter a room or an outside location, you may 'make a suggestion' and gather valuable

information about the cards that the other players hold in their hands. By discovering what cards the other players hold, you can deduce the murder cards by a process of elimination.



If a computer player starts, they will attempt to move to a location and make a suggestion. Make a note of their suggestion and who passed cards. You will find the information useful to your enquiry.

YOUR MOVE

A message will be printed to tell you when it is your turn. Click on the **OK** box to make the message disappear. The dice are thrown for you, into a box at the top right of the screen display. This is the dice icon.

The number on the dice is the number of spaces that you can move in your turn.

You may move either vertically or horizontally over the board, but not diagonally. You may change directions as many times as your dice throw will allow; however, you may not enter the same square more than once on the same turn.

You may not land on a square occupied by another token. If your dice roll would land you there by exact count, you must stop one space behind the other player's token. If you rolled a higher number, jump over the other token, counting the occupied space, and move the total number of spaces rolled.

To make your move, move the pointer to select the route you wish to take. Click on each square in turn, starting from your current position — notice the pips on the dice decreasing. You must enter and leave rooms using the doors, so the program will only allow you to highlight legal spaces. To select a room or other location as part of your route, click in the center of that location. A marker will be displayed to show that the location is selected, and an icon will appear at the bottom right of the screen. This is the 'suggest icon'. To enter the room and make a suggestion, click on the suggest icon. To pass through the room, simply continue clicking on your preferred course until the pips on the dice are used up (or you reach a room in which you DO wish to make a suggestion).

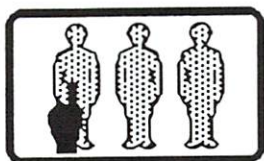
When the pips on the dice are exhausted, the dice will be replaced by the 'Next Player' icon. Click on this to move down your highlighted route.

Note: To backtrack, click on the last highlighted square of your route.

At the start of your turn your token is flashed so that you can locate it. If you click in an incorrect position — a place where you cannot legally move — a warning bleep is made and the computer will again flash your token.

SUGGESTING

After clicking the suggest icon, you will be moved down the highlighted route into the chosen room.



You will be prompted to select the character to suggest. Click on the card of the character you want. Do this again for the weapon. The location will be the one you are in when making the suggestion. Any cards passed to you will appear face down on the screen. To turn them over,

point at them and hold down the mouse button. If you are playing against other people, be sure to cup your hand round the cards as you display them, in order to conceal them from your opponents eyes. After you have noted the cards click on the exit box to return to the main screen.

The suspect named in a suggestion is moved to the suggested location. If you make a suggestion in a location, you may make no further movement in that turn.

SNOOPING

Snoop Spaces ... Nine spaces on the board are marked by a spyglass that looks like this:



As part of your move, you may land on one of these squares and "snoop" an opponent. Click on the snoop icon that appears at the bottom right of the screen.

When you "snoop", you will be shown the suspects being played by your opponents. Select the player to snoop by using the joystick to move the pointer on to the card. You will then be presented with all the cards held by that player, face down, so that you can't see them. Select a card at random and click on it. The card will be displayed while you hold down the button or key so be sure to keep it covered from other human players.

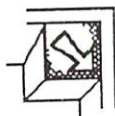
Note: The cards are shuffled before being set out for the snoop.



Once you have snooped, you can continue to highlight your route to move into a room or use up the remaining pips on the dice.

SECRET PASSAGES

Some locations are joined by secret passages. These locations are connected — Drawing Room to Conservatory, Library to Kitchen, and the Basement Stairs to the Garden Walk. Movement through a secret passage counts as one space.



To use a secret passage between rooms, click on the room that the passage connects to. To use the secret passage from the Basement Stairs to the Garden Walk, click on the arrow on the Basement Stairs. To use the passage the other way, from the Garden Walk to the Basement Stairs, click on the square to the right of the Basement Stairs.

MORE ABOUT MOVING

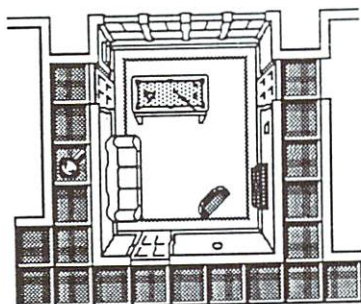
When entering or leaving a location, you do not have to land in the location by the exact count. You may pass through a location on a turn, counting it as a space.

You may not re-enter a room on the same turn.

You may snoop and then use up the remaining count. If you have a count remaining on the dice, and there is a place to move to, the program will not continue until this is used up.

The computer checks to see if you have boxed yourself in. You can't move down a dead end if it would leave you pips still to move on the dice.

You may move over another player during your turn, but you may not stop on a player. If the last pip on the dice would cause you to stop on another player, clicking on the dice icon will move you to just behind that player and you forfeit the last dice pip.



MORE ABOUT SUGGESTING

You may make a suggestion and accusation on the same turn.

After entering one of the locations, you may make only one suggestion. To make another, you must wait until another turn when you are in a different location or, sometime after your next turn, re-enter the location you most recently left.

If another player moved your token to a new location in the course of making a suggestion, on your next turn you may make a suggestion from that location without moving. Or, you may continue to move in the usual way.

ACCUSING

When you are sure that you have deduced the correct solution to the murder, you must make an accusation to win the game.

To make an accusation you must pull down the **PLAY** menu from the menu bar at the top of the screen. Select **Accuse** from the menu and you will be asked to confirm that you want to accuse. This is just in case you have activated the menu by accident.

Select the Suspect, Location and Weapon that you think make up the murder cards. If you are correct, the computer will show a re-enactment of the murder.

If you incorrectly accuse, you will drop out of the game and the other players will carry on until someone gets it right.

If you don't wish to wait for that, select **New Game** from the **FILE** menu.



ENDING YOUR TURN

Your turn ends when you use up all of the pips on the dice in making a move, or stop in a room to make a suggestion.



THE PULL DOWN MENUS

Various options are available during the game. These can be accessed by pulling down the appropriate menu from the menu bar at the top of the screen.

CLUE

This menu has only one option — ABOUT CLUE.
This tells you a little about the game.



FILE

Should you wish to stop playing CLUE MASTER DETECTIVE, or decide to alter the set-up, this menu holds the option that will allow you to do this.

NEW — Will start a new game of CLUE MASTER DETECTIVE. This option abandons your current game and returns you to the set-up screen. Before this happens you will be asked to confirm you want to do this.

SAVE — Will save your game to disk, to be continued later. You will be prompted to give your saved game a file name. Be sure to write the file name down because you will be prompted to give that same name when you wish to load that game again. You can use a file name only once. If you wish to save another game, you will need to give it another name.

LOAD — Will abandon your current game and load a previously saved game.

QUIT — Will abandon CLUE MASTER DETECTIVE. Before this happens you will be asked to confirm that you want to do this.

OPTIONS

The options menu allows you to do a variety of things.

PRINT NOTE SHEET — If you have a standard printer connected to your computer, you can print out note sheets on which to note the information you collect during the game.

PRINT GAME — If you have a printer connected, you can print out a review of all the suggestions and accusations made by the players during the game. This includes who passed cards, but not who passed what.

Note: The players who passed cards are listed strictly in the order in which they appear on the note sheet.

COMPUTER COMMENTS — As the game progresses, your computer opponents will gather information in much the same way as you do. As an indication of how they are getting on, we have given them the ability to make comments. If you find this distracting you can turn this feature off. While there is a 'check mark' (✓) next to Comments in the Options menu, comments are enabled. When there is no 'check mark' (✓) the comments are disabled.

SOUND ON/OFF — This option turns the sounds in the game on and off. A 'check mark' (✓) next to Sounds means that sounds are enabled.

TOGGLE ICON — This option changes the pointer from a magnifying glass to an arrow and back again.



PLAY

The play menu contains the options available to each individual player.

ACCUSE — When you are sure of the murder, weapon and scene of crime, select this option to make your accusation.

SHOW NOTES — The computer holds a complete set of notes for each player. When it is your turn, you can select SHOW NOTES and see

your own notesheet. The cards that you hold in your hand are marked with a 'C'. As you see the other players cards, the computer will mark off the cards you see with an 'X'.

By clicking on the note boxes, you can alter the mark associated with each item.

There is a '✓' and a '?' for you to use in the way you prefer eg. '✓' can be used to mark off those cards you are certain a player has, and the '?' can be used if you are not sure.

SHOW CARDS — This will display the cards in your hand. Click on the backs of the cards to see what they are.

ROOMS	
Courtyard	
Gazebo	
Drawing Room	
Dining Room	
Kitchen	
Carriage House	
Trophy Room	
Conservatory	
Studio	
Billiard Room	
Library	
Fountain	

WEAPONS	
Knife	
Candlestick	
Revolver	
Rope	
Lead Pipe	
Wrench	
Poison	
Horseshoe	

SUSPECTS	
Col. Mustard	
Prof. Plum	
Mr. Green	
Mrs. Peacock	
Miss Scarlet	
Mrs. White	
Mme Rose	
Sgt. Gray	
M. Brunette	
Miss Peach	

AUTO REPLY — Sometimes you may hold more than one of the cards mentioned in a suggestion. If you wish to choose for yourself which card to show, switch auto reply off. Normally, auto reply will be on, and the computer will select and pass a card for you. In selecting which card to pass, the computer uses the same procedure as it does for the computer player, so auto reply should be no disadvantage. If you only have one card the computer will automatically show that as you have no option.



If you are playing with other people as opposed to just computer players, it is probably best to keep Auto Reply switched on so that the other players do not benefit unfairly from knowing if you have more than one of the cards.



STRATEGY HINTS FOR THE SUPER SLEUTH

Don't forget to snoop ... especially when your dice roll is large enough to snoop and enter a location on the same move.

Making suggestions ... You may want to name one or more of your own cards in order to gain information ... or mislead your opponents.

Proving a suggestion ... It is possible on one turn to be shown all three cards. However this is not necessarily an advantage, because all the players heard you make your suggestion, and everyone will know that those three cards are not the murder cards. This is another reason you may want to include one of your own cards in the suggestion cards.

Sneaky Move ... If an opponent's token appears to be heading to an important Location, on your turn you may want to include that Suspect in a Suggestion in order to move him or her away from that Location.



